

ACCUMULATED ANTIQUITIES

In my estimation an artifact requires two things. The first is a story, this is honestly at least as much for you as it is for the players at your table. It's a way to make sense of an item's presence in your world. The second thing an artifact needs is the ability to completely derail the game. Not necessarily for an extended period of time, but its presence should fundamentally cause you as a dungeon master to be brought to a state of horror and admiration as your players torment you with your own creation.

These pages contain a handful of the toys I've made for my players and a few cursed items I've managed to inflict upon them. Your balance mileage may vary, but hopefully something here at least inspires you to create something slightly off the beaten path. Make things that make your life difficult.

SET ITEMS

Occasionally artifacts are parts of sets. In the case of a set of items, attuning to any number of those items only requires a creature to use one of their attunement slots. The following artifacts all follow this principle, with any exceptions to it being noted.

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KUDLAK THE BETRAYER

A hobgoblin chieftain turned king when he betrayed Ograk, The Bringer of War, under whom he served. His reign was short and brutal, noted mainly for an environment of infighting and chaos that almost brought his clan to its knees. He was brought down in the same way he had taken power by a group of power shaman from within his organization. One in particular Kod, Redeemer of People, took power after binding Kudlak and sealing him in a tomb when it was discovered Kudlak could seemingly not be killed.

Kudlak for his part was mostly known for being a savage on the battlefield. Taking a devil may care attitude he waded into battle seemingly heedless of the wounds he accrued in battle. Many of his own kind believed he had some troll blood in him as he seemingly left battle as healthy as he entered it. The truth lay in the blade he wielded, a long blade of obsidian he supposedly gained in combat against the Duergar. He kept the blade at his side at all times, supposedly even when he slept, and spoke with the blade at great length.

BETRAYAL, A SENTIENT BLADE

Betrayal wants to be used. Those who touch the blade directly must succeed on a DC 15 Charisma saving throw or be charmed by Betrayal. A creature who handles the blade indirectly (using some material to avoid touching the blade directly) must instead succeed on a DC 10 Charisma saving throw or be charmed by Betrayal. Creatures charmed by the blade are inflicted with the desire to attune to it. This effect cannot be dispelled while a creature has the blade on their person.

Fundamentally the sword wants chaos, broken bonds, and as much carnage as it can get. It takes particular delight in influencing those who wield it to destroy the bonds they already possess. As an object that takes the long view, it consciously starts small, planting doubts and exaggerating slights. The only time it breaks this pattern is if someone tries to part it from the one it is attached to. In that instance it forces the wielder to attack the one trying to separate them.

Depending on the setting Betrayal might be associated with Gargauth in the Forgotten Realms or The Mockery in Eberron.

SET OF THE BETRAYER

BETRAYAL

Long Sword, artifact (requires attunement)

A blade of obsidian wider than an average longsword set in a steel pommel inset with three jagged pieces of onyx. Betrayal begins as a +1 longsword that deals an additional 1d8 necrotic damage on hit. Betrayal also turns all the damage you deal into necrotic damage, this includes damage dealt by spells you cast. It also serves as an arcane focus for the purposes of spells you cast. Spells Betrayal has granted to you have a spell save DC of 18 and do not require material components. As you work to fulfill Betrayal's whims it grows in power.

Appeased: Betrayal is now treated as a +2 longsword and deals an additional 2d8 necrotic damage on hit. It now ignores resistance to necrotic damage and treats immunity to necrotic damage as resistance instead.

Once per day you can cast *crown of madness* from the sword as an action. When cast this way it is a free action to maintain control of the target on subsequent turns.

Content: Betrayal is now treated as a +3 longsword and deals an additional 3d8 necrotic damage on hit. It now ignores resistance and immunity to necrotic damage.

Once per day you can cast *geas* from the sword as an action. When cast this way the spell is cast at 9th level.

Exalted: Whenever you deal necrotic damage you regain half the amount of damage you deal as hit points. If you are reduced to 0 hit points you no longer fall unconscious, but instead suffer the effects of the slow spell until you are no longer below 0 hit points. You can still be killed outright if you suffer massive damage.

If you lose attunement to betrayal or it leaves your possession you suffer an amount of necrotic damage equal to the amount of health it has restored to you. If this damage kills you your body turns to dust.

Once per day you can cast *dominate monster* as an action. When cast this way the spell is cast at 9th level.

SIGNET OF THE BETRAYER

Ring, artifact (requires attunement)

A ring of blackest night this band appears to have been shaped from a single lump of obsidian. While attuned to the ring you can cast the spells *circle of death* and *shadow of moil* once per day. Spells you cast with the signet have a spell save DC of 18 and do not require material components.

When worn while wielding *Betrayal* the signet responds to the sword and amplifies the power of both. Spells you cast through the signet or *Betrayal* gain a spell save DC of 20.

THE UNSEEN ONE

An emperor? A monarch? A madman? The Unseen One remains a mystery to this very day, their existence a question that scholars debate in only the most esoteric circles. While little is known, many speculate that they were a being of immense magical talent. The few records that do exist all describe their interactions with this entity as entirely unsettling, as if they were in the presence of a version of themselves that was more clever than them by half and could mimic their movements to an unsettling degree.

An excerpt from the gnomish scholar Droaphalgus encapsulates most records succinctly:

EXCERPT FROM "LOST HISTORIES - STRANGE EMPIRES"

Its court was perhaps the strangest place I had ever seen. Gone were the formalities and niceties, the many grand rooms and splendors most rulers surrounded themselves with. Instead the massive gates led into a single brightly lit chamber of a size that stupefied me, made even larger by the mirrors that seemed positioned against every wall and pillar. Even the ceiling had mirrors strapped to it, giving me the impression that no matter where I looked I was next to no less than ten or twenty people. All manner of uniquely beautiful folk populated the chamber, most nestled into small clusters of pillows. Though it was peaceful and thrummed with a certain buzz I was struck by a haunted look in the eyes of everyone I saw there.

Being led to the center of the chamber by a mousy elven lass she presented me to the one in charge only nodding briefly in deference before taking a place by its side. On a mass of pillows sat a creature that appeared for all intents and purposes to be me. Even the books at its side seemed to be replicas of my own, and though I have seen many impressive illusions in my life it struck me as profoundly strange when it reached down to one of the books at my belt and began to read from it. As I approached it gestured for me to sit opposite it and began to preform a dramatic reading of my most recent scribbles from Ravenport from whence I had come. Moreover, he used my voice, even capturing my inflection.

What we discussed is not a matter for this record, but the only hostility the creature leveled at me was a condescension that made my skin crawl. Frankly, it seemed to know me better than I did myself. When I left it offered me a place in its court, but did not press me when I turned it down.

I passed through the region some ten years later and learned that the small castle it resided in had been laid to waste. There was talk of a dragon who had taken up residence there, but war had gripped the nation and the dragon had posed no immediate threat to Ravenport. I did run into that same elven lass in town who I recognized from my brief stay in that strange place, but she would not talk to me about her time there. She merely shook her head and told me it was better to leave it well alone.

VESTMENT OF THE UNSEEN

Wondrous item, artifact (requires attunement)

The vestment when initially encountered appears to be a bizarre piece of clothing. A loose fitting human sized onesie with a hood made from a stretchy sort of reflective cloth that appears much like a dirty mirror. After attuning to the vestment you cannot remove it with anything short of the *Wish* spell or your death.

While attuned to the vestment you have advantage on attack rolls and attacks made against you have disadvantage. While attuned to the vestment you appear as an exact copy of any creature that looks at you, but you can no longer see yourself. You retain your equipment, but creatures who look upon you merely see themselves.

If you end your turn without another creature in sight you must make a DC 15 Charisma saving throw. You must repeat this saving throw for every 10 minutes you lack sight of another creature. Each time you fail this saving throw the properties of the vestment become more potent and the DC for the saving throw increases by 1 (to a maximum of 18 on your third failed save).

First Failed Save: Your equipment vanishes. You cannot hold any equipment of your own. Nothing short of a *Wish* spell can return your missing equipment.

You can now use the equipment of creatures you can see and are considered attuned to and proficient with that equipment. Your AC is now equal to the highest AC of all creatures you can see. If you use a creature's consumable item you no longer have access to that item after its use. You remain your current size in the eyes of other creatures.

Second Failed Save: Creatures looking at you now perceive you actively using their equipment and when you speak they hear you speaking in their voice. On your turn you can cast any spell you have seen cast since the end of your last turn as an action. That spell is cast using the statistics of the original caster and does not cost a spell slot for you.

Third Failed Save: You are now a perfect mimic of any creature you can see and have the traits, resistances, and immunities of all creatures you can see. You can now use a creature's natural attacks as your own including any multiattacks that creature might possess.

Fourth Failed Save: You vanish from existence. Nothing short of a *Wish* spell can return you to the material realm. The vestment falls to the ground wherever you vanished from.

GODDESS OF SACRIFICE

And so it was that a breach formed between worlds. A result of magic or devilry or a mix of the two bent on bringing a creature from the far realm to this one. It had worked too well and those near the breach were forced to do battle with all manner of monstrosity. The gods at that time turned a blind eye and the breach became a tear became a rift became a land twisted by a world that did not belong.

The people of that land were desperate and called upon every god they knew until one finally answered. Uhrata, goddess of sacrifice, was but a minor goddess, but offered her power none the less. Descending to the mortal realm she bestowed upon those people her blessings and led them into the festering chaos herself. Driving back the aberrations they reached the origin of the breach but had no way to close it. Offering her very spark of divinity she broke the connection between realms, resigning herself to a mortal's death.

What came after is cause for much speculation, but her fate remains unknown. Many think the other gods grew fearful that their negligence would be discovered and hid her away. Whatever the truth, Uhrata's name gradually faded from collective memory, her worshipers all but disappearing. All that remains of her legacy are the relics she granted the people of that land, scattered to the winds though they have become.

UHRATA'S TRINKETS

Gathering multiple trinkets provides the following benefits:

UHRATA'S TRINKETS

of Trinkets Bonus

- | | |
|----|---|
| 2 | Weapons gain a +1 bonus to attack and damage rolls. Armor gains a +1 AC bonus. Spells granted by Uhrata's Trinkets have their save DC increased by 1. |
| 3 | Bonuses increase to +2. You can cast the <i>warding bond</i> spell a number of times per long rest equal to your proficiency modifier, when cast via this bonus it does not require material components. |
| 4 | Bonuses increase to +3. You can cast the <i>life transference</i> spell a number of times per long rest equal to your proficiency modifier. |
| 5+ | As an action you can sacrifice yourself. Select a number of creatures equal to the number of trinkets you are attuned to within 100 feet of yourself. Creatures who are dead or dying are brought back to 1 hit point and all targets become immune to damage until (what would have been) the start of your next turn. When you take this action your body is completely obliterated and Uhrata's trinkets vanish from the material plane, returning in random places in the prime material after a day and a year have passed. Nothing short of a <i>wish</i> spell can bring you back to life. |

UHRATA'S BOND

Shortbow, artifact (requires attunement)

Likely at one time the bow of a common hunter, nothing is particularly striking about the bows construction save for a small sharp iron protrusion right below the arrow rest. While this is mechanically considered a shortbow any creature that is attuned to it is considered proficient with it.

Before you fire an arrow from the bow you can prick your finger on the metal bit below the arrow rest dealing one damage to yourself. If your attack hits the arrow creates a blood bond between you and the target until the end of your next turn. When you take damage while this bond is active you only take half the normal damage while the target of your blood bond takes the other half. You can only have one target marked in this way at any time.

UHRATA'S STONE

Ring, artifact (requires attunement)

This small band of copper does not connect, but instead sandwiches a small white stone, much like the kind you might find on a beach. While attuned to the ring keep a total of the damage you have taken since your last short rest. As an action you can heal an ally (not yourself) for an amount of hit points equal to your damage taken. Once you use this ability it cannot be used again until you have completed a short rest.

UHRATA'S THIRST

Longsword, artifact (requires attunement)

A long thin blade with two grooves down its length that funnel through the tang and into a circular pommel. The tang is loosely wrapped in prayer cloth, and the blade lacks any sort of guard. While this is mechanically considered a longsword any creature that is attuned to it is considered proficient with it.

When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 10 necrotic damage if it isn't a construct or an undead. You also gain 10 temporary hit points. The extra necrotic damage and temporary hit points increase by 5 after this effect activates, to a maximum of 25. This increase resets if you end your attunement to the blade.

UHRATA'S ATONEMENT

Ring mail, artifact (requires attunement)

Ruddy rings of jagged steel are tightly looped together, but surprisingly light. Attuning to the armor causes the rings to cling to the body. This armor can be worn by anyone proficient with light armor, but still retains the properties of ring mail.

While wearing this armor, you have resistance to slashing and piercing damage and vulnerability to bludgeoning damage. When a creature within 10 feet of you is hit with a melee attack you can use your reaction to instead be hit by that attack. The attacking creature is immediately pulled to the closest space within range of you that makes their attack legal. If no such space exists this reaction cannot be used.

UHRATA'S VESSEL

Wondrous item, artifact (requires attunement)

A clay offertory dish done in a simple style whose center features a small metal spike. The vessel can be used as an arcane focus. While attuned to the vessel you can use your action to cast the *summon elemental* or *scrying* spell from the vessel and do not require the material component of either spell to do so. As an additional cost to cast these spells you take damage equal to your level when you do so. When cast through the vessel the elemental summoned from your *summon elemental* spell is always a water (blood) elemental. *Summon elemental* is cast at 4th level, +1 level per trinket of Uhrata you are attuned to. The spell save DC for *scrying* cast through the vessel has a base of 15.

The vessel can only be used to cast one spell per long rest (casting either spell renders the vessel inert).

UHRATA'S BEADS

Wondrous item, artifact (requires attunement)

These prayer beads are bladed, such that handling them causes them to bite into the skin. They can be used as both a holy symbol and an arcane focus. When you would deal damage or restore health with a spell or other magical effect you can expend one of your hit dice as a free action to increase the damage or health restored to a single target of that ability by a roll of the hit die expended. Additionally, when you complete a long rest you regain all of your hit dice.

UHRATA'S SASH

Whip, artifact (requires attunement)

A thick red corded belt that is surprisingly soft, it is only when you press down on the fabric that you notice the small spikes embedded just below the cord's surface. Despite being a functional belt, when properly unfurled it can be used as a whip that any creature that is attuned to it is considered proficient with. When used as a whip Uhrata's Sash deals piercing damage instead of slashing damage.

When you use Uhrata's Sash to damage a creature that has blood, that creature begins to bleed. At the start of each of that creature's turns they take 1d6 piercing damage unless they or another creature spends an action to staunch the bleeding. If a creature is effected by magical healing or has regeneration it also ends this effect.

UHRATA'S GOSPEL

Wondrous item, artifact (requires attunement)

This leather bound tome is stained a dull copper color, a single clasp on the tome's cover requires an attuned individual to prick their finger before the book will open. The book can function as a spellcasting focus or holy symbol. It can additionally be used as a spellbook, and requires only half the time and cost to scribe necromancy spells into.

Once per day the tome can be used to cast the *soul cage* spell using the book as the material component and with the following modifications:

- You gain an additional charge for each other item of Uhrata that you are attuned to.
- A creature's blood is instead drawn into the book when the spell is cast. A creature's soul is not trapped, they can be revived as normal while their blood is in the book.
- You can consume all remaining charges of the blood to regain spell slots with combined level equal to the number of charges the blood had remaining. You can only regain spell slots of 5th level or lower with this ability.

THE SEVEN STRINGS

A lyre was to be made, and upon that lyre was to be played the song of creation. A feat of craftsmanship unlike any other consumed the lives of many brave adventurers. They were set to bring back a slice of the sun, the blood of a titan, ice fresh from the mouth of an ancient blue dragon, and many other impossible treasures. These treasures were then worked by an army of smiths and mages until they had been made supple and strung upon this instrument, itself a work of art.

This of course, would never come to pass. As hubris ever rears its head, seven of the strings were stolen before they could ever be strung. The thief was not a master of his craft, his exploits not the thing of legends, it was simply his lot in life to be in the right place at the right time. The lyre was still gifted to the gods, an offering of some petty king or noble, but the seven strings remained on the prime material.

Perhaps they could have been hunted down and returned to where they belonged, but time moves ever forward. It was their fate to be forgotten, to be rendered ordinary to all but the keenest of eyes. To pass into legend and myth and then into the middle of a book gathering dust in some neglected library. Exist they do though, finding their way into the hands of a different sort of musician than intended. One who plucks them only to deal out death.

WETWORK BRACER

Wondrous item, artifact (requires attunement)

An ordinary looking bracer that an archer might wear whose magical nature has been permanently disguised at great cost via *Nystul's Magic Aura*. The only obvious difference lies in the strings used to cinch the bracer in place. From top to bottom they are red, orange, yellow, green, blue, violet, and black. As a bonus action you can untie one of the strings and stretch it out to create the bowstring for a compact bow which appears attached to the string. You can be switch or put away a string as a bonus action. This bow is considered a longbow for the purpose of determining damage and range and does not require ammunition.

The bracer has 7 charges and replenishes 1d6 charges every day at dawn. If the last charge is used the bracer functions as usual but does not regain charges for the next week.

- **Red - Sanguine String:** This string fires arrows of oxygen that are completely invisible. A creature hit by one of these arrows suffers all the damage of the attack exactly one minute after the attack has been resolved. A creature does not by default know that they have been hit by such an arrow, but will begin to perceive that something is wrong after half a minute has elapsed. This damage can be manually triggered all at once at the cost of 2 charges.
- **Orange - Searing String:** This string fires arrows of flame. All the damage you deal from an attack using these arrows is converted to fire damage. Objects hit with an arrow from this string are set alight. At the cost of 1 charge a blazing arrow can be fired. On a hit the target must make a dc 15 dexterity saving throw or be set alight. Creatures set alight suffer 1d10 fire damage at the start of their turn until they are doused by water or take an action to put the fire out.

- **Yellow - Sublime String:** This string fires arrows of light. All the damage you deal from an attack using these arrows is converted to radiant damage. At the cost of 4 charges and an action you can fire an arrow at a point within range that explodes into a burst of light. Creatures within 60 feet of the point you target must make a dc 15 constitution saving throw or be blinded until the end of your next turn.
- **Green - Strangling String:** This string fires arrows of plant matter. Arrows fired from this bow can be targeted at terrain to create difficult terrain in a 10' x 10' area. If fired at a wall that wall can be treated as if a ladder was present for purposes of climbing. This difficult terrain lasts for 1 minute. At the cost of 2 charges a writhing arrow can be fired. On a hit the target must make a dc 15 strength saving throw or be restrained until the end of your next turn.
- **Blue - Shivering String:** This string fires arrows of ice. All the damage you deal from an attack using these arrows is converted to cold damage. A creature hit by one of these arrows has their speed reduced by 10 feet until the end of their next turn. At the cost of 1 charge a chilling arrow can be fired. On a hit the target must make a dc 15 constitution saving throw or be immobilized. On a successful save their speed is still reduced as above.
- **Violet - Shunting String:** This string fires arrows of energy that carry a violet hue. All the damage you deal from an attack using these arrows is converted to force damage. These arrows can pass through up to 10 feet worth of solid material, and require a designated target that the wielder must envision as they fire. At the cost of 4 charges and an action one of these arrows can be fired at a point within range. A violet colored portal appears from both where the arrows was fired and where it landed. Traveling between the two locations through these portals is instantaneous. These portals can be closed as an action by their creator, otherwise they last for one minute.
- **Black - Shadow String:** This string fires arrows of shadow that are nearly invisible (dc 20 perception). A creature hit by such an arrow has their shadow tethered to the ground for the next minute. While the creature can move as normally, their shadow is firmly anchored to a specific location making them easy to follow. At the cost of 1 charge an arrow can be fired from this string at a rooted shadow where it travels the length of the shadow attacking the creature whose shadow is rooted.

MAKING MUSIC

Consider starting the bracer with only a few of the strings in a longer running game, and don't restrict yourself to seven. It's easy to build your own strings and making them modular could make for a fun loadout style restriction if you need to limit their power. The item is already quite strong without attack and damage bonuses, but I could see some sort of quest that would restore the true power of the strings. The item could also work like the guzheng from *Kung Fu Hustle*.

THE WARDEN

Few creatures are as purposeful as the warden. Perhaps that is unfair, after all, we do not know if that eternal creature is singular or plural. If it has a rich interior life or lives entirely for its cause. If it bleeds when stuck with a knife. Most who have heard of the warden aren't inclined to think favorably upon it, as they are its prey.

The warden principally hunts fey. Specifically, those who have breached the barrier between worlds and found the material realm to their liking. It is not a subtle creature, simply appearing before its target and abducting them before anyone has had the chance to draw a blade. Just as quickly as it arrives, it departs.

The stories of hunted humanoids are scant, but all swirl around broken deals. Those brazen enough to break a pact with a fey lord or lady are more likely to run afoul of a myriad of other misfortunes. In extreme cases though, it is rumored that the warden might be summoned. If it has come to that, all a poor soul can do is wait.

WARDEN'S TOOLS

A creature that collects and attunes to all of the Warden's Tools might unwittingly enter into a pact with a fey court. The nature of this pact might empower the individual items at the cost of service. Perhaps such services take place while the creature sleeps in the form of some sort of somnambulant possession or perhaps they must take a more active role in hunting specific creatures that have overstayed their welcome in this world.

FARSTEPPER

Rapier, artifact (requires attunement)

An elegant rapier of elven make that has its name inscribed on the hilt. Farstepper has a +1 bonus to attack and damage rolls. While holding the rapier in one hand you gain a teleportation speed of 30 feet. This teleportation requires that you have line of sight to your destination.

Once per day, when you hit with the blade you can force the target of your attack to make a dc 15 Charisma saving throw. On a failure the creature is banished to a prison in the feywild for 1 minute where they are restrained. The wielder can end the effect early as a bonus action. If the creature is native to the feywild they are banished there permanently.

BROKEN KEY

Wondrous item, artifact (requires attunement)

A large iron key that lies heavy in the hand but lacks any sort of bit. The key can lock or unlock any lock, permanently dispelling any magical lock it is used on. The key also detects any planar breaches or gateways within a mile of it, allowing the bearer to pass through such portals safely.

Once per long rest you can cast the *dimension door* spell using the key as a bonus action. When cast in this way the spell cannot be counterspelled.

THE EMPTY CLOAK

Wondrous item, artifact (requires attunement)

A dark green cloak that seems to gather shadows to it. While the hood is up your face is obscured. When you are hit by an attack you can use your reaction to turn that hit into a miss. The cloak remains in the space you previously occupied and you appear in a space of your choosing within 5 feet of the cloak. Once you use this feature it cannot be used again until you complete a long rest.

As an action you can remove the cloak and throw it at a medium sized or smaller creature within 15 feet of you. The target must succeed on a DC 15 strength saving throw or be smothered. While smothered the target is blind, deafened, and cannot speak for the purpose of casting spells. A smothered creature can repeat this saving throw at the end of each of their turns. Other creatures can attempt to assist the smothered creature, requiring a DC 10 strength check to remove the cloak from their ally.

INTENT

Dagger, artifact (requires attunement)

An unassuming dagger of thin metal, the blade changes color to match the wielder's eyes. Intent has a +1 bonus to attack and damage rolls and a +1 bonus to AC when used as an off-hand weapon. While wielding intent you are immune to the charmed and frightened conditions.

When you hit a creature with Intent you can mark that creature until the start of your next turn. While a creature is marked by Intent you have resistance to all damage other than damage dealt to you by the marked creature.

POUND OF FLESH

Five they were. Five they are. But for awhile were four. So goes the tale of Penelope, a doomed vessel that sailed the River Styx and the five crewmates that managed to claw their way back from hell alive. When they returned four of them bore infernal scrawlings that danced across their flesh, while one remained unmarred. The five parted ways when they reached the surface, yet the curses they brought back have lingered in this world.

Each of these curses is a living thing, moving on when their host is killed. Over time this has turned these pieces of living ink into prizes among pirates and other ne'er do wells. Those who bear these marks tend to find their end quickly, but also rise to places of great power. As those two events are so frequently linked, no one is sure if it is mere coincidence or sinister causality.

Some speculate on the prospect of uniting the curses into one. A small group of 'ink hunters' is engaged in actively tracking down those who bear these pieces. Recently they have started to offer a reward of great magnitude to anyone who can bring them one, dead or alive.

PRETTY PIECES OF FLESH

If all four pieces of flesh are gathered by a single creature that creature becomes a vessel for the rebirth of Geryon into the material realm. The creature's body is instantly and irrevocably destroyed and Geryon appears in the space they previously occupied. Pieces of flesh do not require attunement. A piece of flesh transfers on touch to a new host if the previous host is deceased. The only way to remove one is to cut it off, however the skin that bore the ink does not regenerate. A regenerate or heal spell can restore the lost flesh.

INFERNAL WINGS

Wondrous item (tattoo), artifact

Inky black flames dance across your back, radiating out from your spine. You gain immunity to fire damage and a fly speed equal to your speed.

As a bonus action you can buffet your wings. All creatures within 10 feet of you must make a strength saving throw with a DC equal to 10 + your proficiency bonus. On a failure that creature is pushed to the nearest unoccupied space that is 10 feet away from you and suffers 2d6 fire damage. You can use this feature a number of times equal to your proficiency bonus before you must complete a long rest.

SERPENTINE LEGS

Wondrous item (tattoo), artifact

Shifting snake scales cover both legs, while a scorpion stinger runs from back of each knee to the heel of the foot. You gain immunity to poison (both the condition and damage) and resistance to cold damage. You also gain a swim speed equal to your speed.

As a bonus action you can make an unarmed strike that deals piercing damage. On a hit the target must make a constitution saving throw with a DC equal to 10 + your proficiency bonus. On a failure the target suffers an additional 1d6 poison damage and loses that amount of strength and dexterity for the next hour. This stat reduction cannot bring a creature below a score of 1. If the damage is resisted so too is the stat reduction. You can use this feature a number of times equal to your proficiency bonus before you must complete a long rest.

PIERCING CLAWS

Wondrous item (tattoo), artifact

Brutal swashes of ink run jagged down the length of both of your arms ending in claws that give the illusion of extending past your fingertips. Your strength increases by 4 and your maximum strength score also increases by 4. Your unarmed strikes now deal 1d10 damage and your unarmed strikes are considered weapons for the purposes of dual wielding. Your unarmed attacks also ignore any resistance to the damage they deal and deal double damage to objects. When you strike a creature with your claws you can destroy one non-magical piece of equipment that creature currently has equipped.

COMMANDING GAZE

Wondrous item (tattoo), artifact

Ink swirls at the edges of your eyes creating sunburst patterns that draw other creatures to your gaze. You gain advantage on all intimidation checks and charisma saving throws.

As a bonus action you can force all creatures of your choice within 30 feet of you to make a charisma saving throw with a DC equal to 10 + your proficiency bonus. On a failure that creature is frightened by you. A creature can repeat this saving throw at the end of each turn and is immune to this effect for 24 hours after they have saved against it.

THE GOURMAND

The ghastly creature known as the gourmand was once human, perhaps. Jaw akimbo and entirely untethered to its head so as to better feed itself with the wild abandon of a beast, the flesh of the creature is pulled tight, the form otherwise lean and lanky. The eyes are particularly haunting, set far back into the sockets with but the barest hint of color that draws one in, but no one alive can claim to know exactly what that color might be. It goes without clothing save for a leather belt cinched tightly into its skin. The belt has a place to stow its fork and knife and a pouch of spices is loosely lashed to it with some fraying rope.

DINNER FOR TWO

Knife and fork and you and me
alone together we will be

There's not enough to feed us both
an honest lie you then did quoth

I'll not go hungry with you my friend
this amuse bouche before your end

STICKING FORK

Dagger, artifact (requires attunement)

More fork than dagger, the only strangeness inherent to the fork lies in the way the inner edges of the two prongs appear to have been chipped and made jagged. What once may have been silver is now stuck in a permanent state of needing polish. When you hit with a melee attack using Sticking Fork you can grapple the target as a free action. This grapple follows standard grapple rules, but only requires you to use one hand. You cannot attack with the Sticking Fork while it is being used to grapple a creature.

CARVING KNIFE

Dagger, artifact (requires attunement)

What appears to be a pleasant piece of cutlery reveals its trick when the blade is touched. Merely brushing up against another substance reveals how easily the blade slices through all but the most magical of resistances. When you use the Carving Knife to attack a creature that is grappled, incapacitated, or restrained you treat that creature's AC as 10. The Carving Knife deals bonus damage on a hit equal to your proficiency modifier.

GLUTTONOUS GARTER

Wondrous item, artifact (requires attunement)

A rather ratty length of leather, remarkable mostly for burr like divots that dig into the flesh of the creature that puts it on. It appears to be a device designed for self-flagellation, of the sort that certain sects of priests employ. While attuned to the Gluttonous Garter you are immune to the poisoned condition and can consume any substance without doing harm to yourself. As an action you can consume the flesh of a creature regaining a number of hit points equal to your level. You can take this action a number of times per day equal to your proficiency bonus.

ELEVEN SECRET SPICE POUCH

Wondrous item, artifact

The mold in this pouch reproduces at a startling rate, spilling out of the top like popcorn in strange little globules that dissolve quickly into a sticky sap like substance when exposed to the air outside the pouch. Primarily golden in color there are hints of red and occasional flecks of purple mixed in, and the pouch gives off a scent of freshly fried chicken. When consumed or used to season meat this mold forces the imbiber to make a DC 15 wisdom saving throw or become addicted to the mold. While addicted to the mold a creature is immune to the poisoned condition but must consume flesh seasoned with the mold every 24 hours or die.

As a bonus action you can coat one weapon in the mold or scoop out a handful of the mold to use as an improvised weapon or as ammunition for a sling. A weapon coated in this mold only remains coated until the start of your next turn. A creature hit with a coated weapon or lump of mold must make a DC 15 wisdom saving throw or covet the Eleven Secret Spice Pouch for the next minute.

A creature who covets the spice pouch and starts their turn within 60 feet of it can only move closer to the spice pouch on their turn (but is not forced to move closer to the spice pouch and can otherwise use their action as they please). If you fall unconscious a creature who covets the spice pouch can remove it from you as a free action on their turn and no longer covets it while they possess it. A creature who successfully saves against this effect is immune to it for the next 24 hours.

SHREDDER'S WAKE

A small shrine near the legendary pirate city of Tortuga is dutifully tended to by a number of old timers. Occasionally one of them leaves a small dish of milk at the shrine, which has made it popular amongst stray cats. If you ask them about it they'll hem and they'll haw and they'll tell you ten other stories you didn't ask about. With just the right amount of rum in them though, they'll eventually oblige.

TALE OF THE SHREDDER

Eyes of misty white, had he, with hair to match, and a fair few scars to boot. He arrived in this very tavern in the midst of a terrible storm, slamming the door behind him and dislodging it from its hinges. Leaning a massive wooden shield against the bar he placed a platinum piece on the bar and asked for a mug of milk. The inevitable joke from the bartender never came, knew better than to be funny to a man like that.

No sooner than he downed that mug he was out of the bar, a fair few folks, myself included, curious enough to follow him out into the pouring rain. Headed straight for the docks he did, unfastening a bident of some sort from his back. As he got to the waters edge he threw his shield down into those turbulent waters and hopped aboard. The damn thing floated and he somehow kept his balance. He squatted then, balancing his weapon on the center of his shield, straddling it with his feet, and began to paddle. Long, strong strokes that propelled him as if he were a goddamned galley with favorable winds at its back.

So gobsmacked were we that it was only then we saw the beast, that most fearsome legend all who sail the seas come to fear. The kraken. Chasing a ship into the shallower waters near port a good deal of the thing was visible in the distance. Like some small island it rose up, a mass of tentacles peeling apart the ship that was its prey. Everything after that is a bit of a blur, the port came alive and most folks lost sight of that strange fella in the chaos.

A few sailors who were on that wrecked ship claimed they saw what came next, but none told the same tale. The only thing they agreed on was that when that strange two pronged spear pierced the beasts flesh it pulled back in a hurry. A few claimed they saw that man being towed by the beast out into deeper waters, him seeming to ride on his shield like some sort of watery steed. Others insisted they had gotten shallow enough the beast fled of its own accord, dragging that fool to his death. Believe what you want, because that was the last time we saw a kraken within a hundred miles of Tortuga.

Me? I like to think he was hunting that kraken. From the time I first saw him to when the chaos of the day swallowed him must have been all of five minutes, but I remember each of those minutes better than I remember half the ports I've been to. That little shrine might just be superstition. If a Kraken shows up in these parts again though, you'd do well to offer up a mug of milk.

KRAKEN HUNTER'S IMPLEMENTS POINT BREAK

Shield, artifact (requires attunement)

Legends tell of the Eanuk tree whose bark dulled even the mightiest axe that fell upon it. Point Break is fashioned from the very same, a large strip of the stuff taller than many men while slightly narrower than most would prefer a shield to be. Despite its strength it is particularly buoyant, easily floating on even the most tumultuous of waves even with someone riding atop it. When used as a shield it grants an additional +1 to your armor class. As a vessel it cannot sink and can be moved at a speed equal to the rider's swimming speed.

When a creature misses you with a melee attack that deals slashing or piercing damage future attacks made with that weapon permanently deal half damage. If the attack uses a magical weapon or a natural weapon that pierces magical resistances that weapon is instead only effected for the next hour.

SUIT OF WETNESS

Wondrous item, artifact (requires attunement)

A strange garment made from tightly knit fabrics that seem to actively repel water. it is comprised of a singlet that shrinks or expands to fit the one who attunes to it The suit can be worn beneath armor and grants you a number of benefits. You gain the effects of the *freedom of movement* spell, a swimming speed equal to twice your speed, you cannot be subjected to forced movement, and you have immunity to acid damage.

RIPTIDE

Trident, artifact (requires attunement)

An iron shaft is attached to two wicked looking prongs, their edges much like an overlarge fish hook. Riptide uses the stats of a trident but has a range of 60/120 and the finesse property. You gain a +3 bonus to attack and damage rolls made with Riptide. You can recall Riptide to your hand as a free action on your turn. When you hit a creature with Riptide you can choose to leave Riptide stuck in that creature. A creature that has been stuck with Riptide cannot move away from your position, but can move it's normal speed towards you or around you.

MAGNIFICENT MR. MANIFOLD

Time magic is dangerous under the best of circumstances. Under the scatterbrained and thoroughly untrained practice of one Mani Fitz Oldman it is liable to bring an early end to a number of worlds. How does one without talent or training harness such unpredictable power? Why with trial and error and error and error and you get the point. The true terror of each error is the prospect of a fully kitted out interdimensional wizard leaving behind artifacts that are as powerful as they are dangerous.

Of course if you asked Mani, he'd tell you that this was all exactly by design. These artifacts left behind are tools to help out the heroes of their time. Yes, even that potential energy device that destroyed the planet Zebron when a butterfly happened to land on it. Everyone knows Zebron was a hive of villainy and scum and sooner or later the otterkin of that world would set out on a quest for galactic domination. Mani had lived through that time, after all. He'd sent that device there precisely as a landing point for that butterfly, and would kindly ask you to stop besmirching his name.

TIMELOST RELICS

FRAGMENTATION GAUNTLET

Wondrous item, artifact (requires attunement)

A singular fingerless grey glove is adorned in all manner of strange symbology. While attuned to the gauntlet your spells with a range of touch gain a range of 30 feet and your spells with a range have an additional 30 feet added to that range. While attacking with a melee weapon that weapon's range is increased by 5 feet and ranged weapons have their range increased by 30 feet.

As a bonus action you can create a copy of yourself in an adjacent unoccupied space that lasts for 1 minute. These copies are considered to be you for all intents and purposes and if they take damage or are subjected to an effect so are you. A copy can take no action on its own, but can take any action you can if you forfeit your action to the copy. The only exception to this comes in the form of movement, as whenever you move you can order any or all copies to move as well. All copies of you instantly disappear if you would fall unconscious. If an attack or spell would target both you and one or more copies of yourself it can only effect one of those targets.

MARBLE OF POTENTIAL

Wondrous item, artifact

A medium sized marble that appears to be a sky blue from a distance. On closer inspection the marble captures the heart of a creature who looks into it, displaying visions of a past or future time where everything is right in the world. When viewed on repeat occasions the scene is different each time, sometimes noticeably transformed and sometimes subtly altered.

As an action the marble can be thrown against a hard surface where it immediately shatters. All creatures within 100 feet of the point the marble shatters in are immediately shunted through time. Roll 1d20, on a roll of 1-10 the creatures travel backwards in time and on a roll of 11-20 creatures travel forwards in time. Roll 1d10 to determine the number of minutes into the past or future creatures travel. When traveling into the past creatures retain any damage or information they learned during that time, but appear where they were at that time in the past. Creatures that travel to the future similarly retain all damage they had sustained, but appear in an the nearest unoccupied space they vanished from.

As an optional rule a DM can cause a natural 1 or 20 to create duplicate or parallel reality versions of the creatures caught in the blast radius of the marble.

LOCK-IT LOCKET

Wondrous item, artifact (requires attunement)

A small perfect silver cube with roughly the diameter of a quarter is suspended by a silver chain that connects the right and left sides. The cube has a single seam in the center but is otherwise unmarred. As an action you can open up the cube, causing all creatures and objects that are entirely within a 60 foot cone to become frozen in time. This lasts until you move from the spot the locket was activated or at the start of your next turn. At the start of your next turn you can prolong the effect by an additional turn by using your action. If you do so roll a d20. On the roll of a 1 the effect ends and you are permanently frozen in time. You can extend the effect additional rounds but the size of the die rolled decrements each time you do from a d20 to a d12, a d10, a d8, a d6, and finally a d4. Nothing short of a wish spell can return you to the current timeline.

Creatures and objects frozen in time cannot be damaged or interacted with. Once used the locket cannot be reactivated until you complete a long rest.

THE LOOP

Ring, artifact (requires attunement)

This strange double ring appears to be designed to be worn on both the pinky and ring fingers, its infinity design binding them together. The metal is nothing special, but appears to be some sort of alloy that is particularly pliable. While attuned to the ring you are immune to the effects of exhaustion, but can still be subjected to the condition. Furthermore you are incapable of recovering levels of exhaustion even through magical means. There is no cap on the levels of exhaustion you can suffer from while wearing the ring, but if you suffer from more than 6 levels of it when you lose your attunement to the ring your body turns to dust.

As a bonus action at the start of your turn you can activate the ring. At the start of your next turn a copy of you repeats the actions you took on your previous turn. If you made an attack this copy attacks the same location and if you cast a spell the copy casts that same spell targeting that same location. You gain one level of exhaustion when you use this ability. Once you use this ability you cannot use it again until you complete a long rest.

THE ENDLESS KNIGHT

Some folks get lost in the cruel churn of time. Their struggles, triumphs, and all the middling bits turning into the tapestry others tell tales about. We'd like to think our heroes and our villains are unique, but the truth is that a single tale can get told a hundred different ways. Sometimes those tales all end up being about the same person. Funny how that works.

HIS EYES

I've saw him first when I was but a wee lad. Couldn't help but notice him swingin' in to my da's place with that great big mallet on his back. A good seven feet tall I reckon, and the warmest brown eyes. His lady love was with him then, and a few hangers on, all talkin' 'bout their run-in with a nasty beastie that had been harassing our poor town. A bulette I think they called it. I remember well that night, he leaned down real low to me and handed me a gold piece.

I must have been going on nearly fifteen summers when I saw him next. Him and his lady were still attached at the hip, but they were alone and a whole lot less friendly. Hardly paid me or my folks any mind, just snapped off an order for ale an' started jawing 'bout some courtly intrigue. Think they were talking about a lich? Whatever that is. He was different then, lost nearly a foot off the top and his ears had gone all pointy. Dressed better too, bit pompous if I'm honest. Was still him though. Still those same eyes.

Last I saw him I wasn't even sure it was him. He was scarce three feet if that, a shaggy mop of hair and all alone. Wasn't but a couple years back now. I'm approaching 50 summers myself, but the moment I saw him standing in my doorway I knew it was him. Didn't say nuthin' just served him like another customer. Gone were his fineries and friends, but when he looked at me for a moment I saw some of that softness in his eyes again.

I asked him for a story, all casual like, but he just smiled and shook his head. "I've got too many of those," was all he said. Something like that anyhow.

THE PALE COCOON

Wondrous item, artifact (requires attunement)

An off-white hooded cape made entirely of strong rope-like fibres some quarter inch wide, the craftsmanship appears amateurish and uneven. While attuned to the cape you have a +1 bonus to your armor class.

If you should die while wearing the cape it immediately envelops you, wrapping your body in a cocoon made of the same stuff it is. After 1d4 turns if the cocoon is still alive you are reborn as per the *reincarnate* spell. When you are reborn you lose any equipment you were wearing or carrying except for **Evolution**. During this time the cocoon can be attacked and broken, having 50 hit points and an AC of 15. This effect can occur only once per week.

EVOLUTION

Dagger, artifact (requires attunement)

An unassuming blade sits atop a handle fashioned from the fang of a large beast, creating an awkward and oversized grip. The blade begins life as a magical dagger, but has no special properties. While attuned to the blade you have proficiency with it and every form that it takes on. The blade carries the finesse, versatile, and thrown (20/60) properties no matter what additional properties are added to it.

When you kill a creature that has a challenge rating of at least one with Evolution it gains one charge. Evolution can carry up to five charges, but loses them all when a new creature attunes to it or it is separated from the character it is currently attuned to for at least one week. Evolution reverts to its base properties when its ownership changes.

During a short or long rest you can expend three charges to permanently increment the damage die of Evolution. It can be increased from a d4 up to a d10 in this manner.

As a bonus action you can expend a number of charges to cause Evolution to gain one of the following properties for the next minute. You can expend any number of charges when you take this bonus action.

TEMPORARY EVOLUTIONS

Charge
Cost Effect

1-3 **Enhanced:** You can expend up to three charges to give Evolution a bonus to all attack and damage rolls equal to the number of charges spent.

1 **Returning:** Evolution returns to your hand immediately after it is used to make a ranged attack.

1 **Reach:** Evolution gains the reach property.

1 **Alacrity:** If a creature provokes an opportunity attack you can make that attack as a free action.

1 **Shielding:** You gain a +2 shield bonus to your AC.

2 **Sentient:** Evolution behaves as if you have cast the *spiritual weapon* spell, but it is a physical object and uses your attack values rather than your spell attack values. If Evolution is within your space you can still take the attack action using it.

2 **Massive:** You can choose to attack all creatures within your melee range when you make an attack.

5 **Vorpal:** When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.